

ATARI®

MAZERBLAZER



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New ATARI Mazer Blazer* is a Trail Blazer!

Mazer Blazer combines the best of both worlds—the old-fashioned fun of a shooting gallery and state-of-the-art video technology. Cosmic attackers from outer space attempt to storm center base. To succeed they have to avoid constant fire from the ultimate weapon—a two-handed electronic laser with gun sight and dual destroy buttons. And the totally new 30-inch screen gives both players and spectators a spectacular view of all the action.

Operators are given some special advantages, too. "Works in a drawer" make servicing the game easy. The gun deck unlatches and slides out easily. And there are more than 250 operator adjustments for maximizing profit potential.

Players begin armed with a two-handed laser gun. The gun points into a maze, at the center of which is a spaceship. The player is given a moment of preparation time, and then the challenge begins. A wave of cosmic attackers start working their way toward center base, moving quickly to avoid being shot. If one reaches the center and enters the spaceship, the ship moves over to the left side of the screen and a transport ray comes down to take one of the player's lives.

The maze is divided into four colors, each with a different point value. This is the amount the player is awarded when he hits an alien in that area. The walls of the maze are also two different colors: Orange walls are indestructible, while grey walls can be shot away either by the aliens or by the player. Players receive a special bonus if all of the walls are still intact at the end of a wave.

If the player is successful in fighting off all of the cosmic attackers in the wave, a bonus wave is awarded. There

are eight aliens per bonus wave, each alien worth 500 points. The aliens must be shot as quickly as possible, while a clock counts down the seconds remaining for the player. Then it's back to the maze for another round against a new wave of invaders. The aliens in the next wave will be the same as the aliens just encountered in the bonus wave.

A freeze button stops the movement of the enemies on the screen for a few seconds, but it must be used sparingly.

Meet the Enemy

The Tongue—an extraterrestrial that invites destruction when he sticks his tongue out.

The Robot—a maddening little monster.

The Disc—looks like a satellite, explodes like a shooting star.

The Eyeball—invisible when winking, and always an irritating little creep.

The Jumper—try to ground him before he leaps walls.

Jaws—eats walls if not zapped in the chops.

Looper—a deceptive little caterpillar that spins.

The Ram—a bulldozer that can tumble walls.

Gunner—a tank that shoots the walls down.

The Drill—tunnels under walls and pops up anywhere.

The Shield—a little alien robot that closes to protect him from direct hits.

The Bridge Builder—lays out and hides behind bullet-proof bridges.

Strategies of Play

- Zip the cosmic attackers before they reach the center base or bases.
- Score extra points by vaporizing the cosmic attackers at the outer limits of the maze.
- Avoid destroying walls to maximize bonus points.

Controls: The player is armed with a two-handed laser gun. Fire buttons are on each handle. A gun sight helps the player aim his shots and hit his targets every time.

Operator Options

Game Lives: Operators may select 3, 4, 5, or 6 player lives per game.

Bonus Levels: There are two operator-selectable bonus levels. The first bonus gives the player an extra freeze and an extra life. This bonus can be awarded at 20,000 points, 25,000 points, 30,000 points, and 35,000 points.

The second bonus setting awards the player an extra life (after the first). The operator may select to award the extra lives at 40,000 points, 50,000 points, 60,000 points, or 70,000 points.

Freeze Times: Operators may select a freeze time of 1.5 seconds, 2 seconds, 2.5 seconds, or 3 seconds.

Coin Modes: 16 different coinage modes are available, plus free play and a demonstration mode.

Music: Operators may select Music or Silence in the attract mode.

Dimensions: Height: 72 in., 183 cm.; Width: 26.5 in., 673 cm.; Depth: 36 in., 915 cm.

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